talentlms

The 20 eLearning Acronyms you need.

1. ADDIE

(Analyze, Design, Develop, Implement and Evaluate)

A popular multi-stage methodology aimed at instructional designers and training developers for creating effective training tools. Alternative to SAM.

2. CAI

(Computer-assisted instruction)

A computer as a medium of instruction for training, practice, simulation, and gaming. CAI is used for both initial and remedial training and typically works in offline mode.

3. CMS

(Content Management System)

An electronic platform for storing, archiving, searching, managing and retrieving documents. Often used as a poor man's LMS.

4. GUI

(Graphical user interface)

The visual part (panels, windows, controls, etc.) of any programs you use. Evolution of a Command Line Interface (CLI) where you write text commands to manipulate a program. CLIs are nowadays used by devs and system admins.

5. ISD

(Instructional Systems Design)

The practice of designing effective training programs, independent of the final delivery format. ISD aims to create effective and engaging training programs by analyzing learning needs and developing a systematic curriculum.

6. LCMS

(Learning Content Management System)

Software that combines LMS and (usually light) CMS capabilities. Used to create, manage, and maintain learning content. LCMSs are often able to keep multi- ple, older versions of learning content and have tools for searching and accessing them.

7. LMS

Why, a **Learning Management System** of course. The acronym, perhaps the most common in the industry, describes the software platforms that power online learning portals.

8. LRS

(Learning Record Store)

A repository of learning records that can be exported and imported to facilitate exchange between learning software and can be accessed using reporting tools.

9. RLO

(Reusable Learning Object)
An independent unit of learning content that can be reused in different courses and contents.

10. SAM

(Successive Application Model)
An agile or iterative instruction design model that em- phasizes collaboration and repetition. Alternative to ADDIE.

11. SCORM

(Successive Application Model)
An agile or iterative instruction design model that em- phasizes collaboration and repetition. Alternative to ADDIE.

12. TMS

(Talent Management System)
A Talent Management System is a software suite that assists with the four main components of Talent Manage- ment: recruitment, performance, learning & development, and compensation.

13. SME

(Subject Matter Expert)
Simply put, an expert in a specific field to whom you will turn to for content on a given course.

14. ILT

(Instructor-led Training)
The practice of having online training led by an instruc- tor of facilitator, knowledgeable in the subject area with real time feedback and collaboration. Can be classroom based, online or blended.

15. MOOCs

(Massive Open Online Courses)
These courses have unlimited participation and are open for anyone to join. They often include the use of discussion forums for attendees to interact.

16. API

(Application Programming Interface)
API is a set of tools, protocols and subroutine definitions for building applications. In the case of eLearning, it's often used in the context of the LMS' API and its ability to link to other software.

17. SaaS/IaaS

(Software as a Service/Infrastructure as a Service)
Software-as-a-service is a licensing and delivery scheme for software, by which programs are hosted on the cloud and paid for by subscription. Infrastructure-as-a-service is the use of a third party's hardware for hosting one's services. The main benefit is maintenance, cost and scalability.

18. BYOD

(Bring Your Own Device)
The practice many businesses are adopting to allow their employees to use their personal devices as their main ones. It may refer to smartphones, tablets, laptops or all the above.

19. TD

(Talent Development)
Talent development refers to the function within a busi- ness to hone and improve the skills of its employees. It is based in the short term (training), the mid-term (learning), and the long term (development) needs of the corporation.

20. CBT/WBT

(Computer Based Training/Web Based Training)

Computer-based training is pretty much what it sounds like: training performed with the aid of a computer system. The Web variant necessitates the use of a connected system, whether a computer or a mobile device.

BUSINESSTOOLBOX

About Business Toolbox:

We are a trusted local partner of TalentLMS. We provide best of breed products and world class implementation and support services to our customer base. We create meaningful experiences for employees, managers and decision makers!

- ✓ Local Help-Desk Support
- ✓ Local implementation
- ✓ On-site / Online Training
- ✓ Customisations
- ✓ Integrations with other systems

Any Questions? Reach out or Request a Demo!

info@businesstoolbox.co
NZ: +64 9 579 8719 / AU: +61 3 9111 5318
www.businesstoolbox.co